

Levels 1-4,7-10, and 13-16 are alien attack waves. As you enter each sector, you will get an announcement screen informing you of the sector, the alien race you will be encountering, and their estimated threat level.

On the Right side of your screen is information on your score, your remaining ships, your location and the remaining foes you have left. Each Alien level has 32 aliens you need to eliminate. When you have defeated half of the aliens, they will jettison 6 Hostages they've been keeping into space. Rescue as many as you can.

Levels 5 and 11 are Slalom Zones. You must zig-zag your way through the zones to reach a Boss Battle. On the right side of the screen a display tells you how many Oids you have left to avoid. Beware: It's counting down in Hexidecimal as an homage to every time the author was confounded while writing this game because he was thinking in Decimal and the Apple was thinking in Hexidecimal.

You can shoot the oids one or more times to slow them down to give you an escape route. Shooting too many times can cause a bottleneck that may be hazardous to your health.

Level 17 is a special Slalom Zone through the Power Converter Level of Toshi Station. There is energy plasma discharges in that area, so your weapons are offline.

Levels 6,12, and 18 are Boss Battles. You must defeat 9 Bosses to complete the level. Each boss must be hit 5 times. They will flash briefly when they are hit. Beware, they are constantly bombing you and you cannot destroy the bombs. You must dodge the bombs and then carefully line up your shots to hit the bosses. If you can do it, you win!

Level 18 is the final Boss Battle against the Toshi Army of Big Boss. If you can destroy Big Boss' stock of Toshi's you may be able to persuade him to come back to the light and embrace Apple II Forever! We can only hope...

ALIEN DOWNPOUR

BY MICHAEL PACKARD



SNACKING ON SOFTWARE

551 Acacia Ave Grand Junction, Co 81504

WWW.BERIGHTEOUS.COM

Copyright 2016,2017 All Rights Reserved

Thank You for supporting the work of Snacking On Software to create new software for the wonderful Apple][line of computers. We present to you a celebration of Apple][s 40th Birthday, and an homage to all the great games that came out for it in the late 70's and 80's that inspired all of us.

You are Deuce Darkstar on a secret, daring, foolhardy mission to infiltrate the Domain of Big Boss and stop the Alien Downpour they are preparing to rain down upon all you know and love. Your mission is to rescue hostages that cannot be brainwashed by Bog Boss, destroy his armies of aliens, and disrupt his plans to turn Apple][Enthusiasts into "The Rest of Us."

You know it's a suicide mission, but you eat suicide missions for breakfast and you're mighty hungry. Good Hunting!

LOADING INSTRUCTIONS:

Floppy Disk: - For Apple][plus, //e, //c, IIGS - Turn the computer off, insert the disk in 5.25" floppy drive 1 and turn on the computer. The game will automatically boot and start.

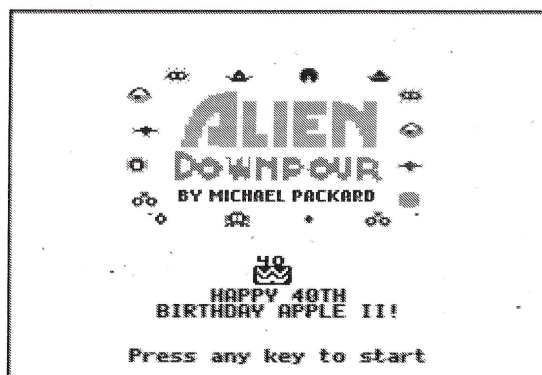
For non-autostart Apple][- turn on the computer, insert the floppy disk in drive 1. From the * monitor prompt type C600G, or type PR#6 from the > interger basic prompt.

Cassette Loading Instructions - Apple][,][plus, //e - Every cassette setup is different, and sometimes loading from cassette is a challenge that takes a few tries. The following method has given us the best results with Alien Downpour.

1) Connect the cassette player to the cassette input port on the Apple. 2) Insert the tape into the cassette player. 3) Press play on the cassette player to advance the tape just past the leader, and press the stop button. 4) Turn on the computer and enter the system monitor by typing Call-151. From the monitor prompt, type 800.A00R 800G and press RETURN. 5) Then press play.

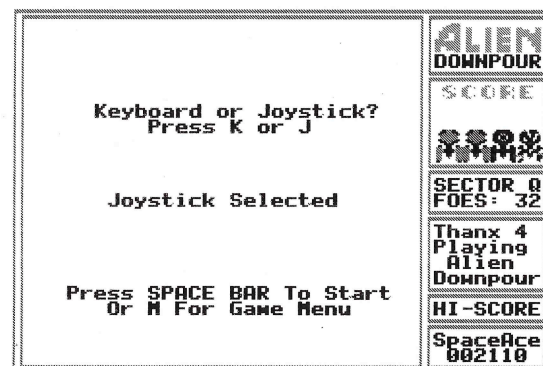
If all goes well, you should hear a beep after 10 seconds or so and see a message saying "Loading Alien Downpour. ETA 132 SEC. After 132 seconds the game should start. If the load fails, turn up the volume of your cassette player and repeat the above steps. We have test loaded every cassette into a 48k Apple][using the Panasonic RQ309 cassette recorder recommended in the 1978 Apple][Basic Programming Manual.

If you are still having trouble, advance the tape to approximately 3 minutes. Another copy of the game audio starts approximately 30 seconds after the first ends on the tape. Follow the same procedures for loading above.



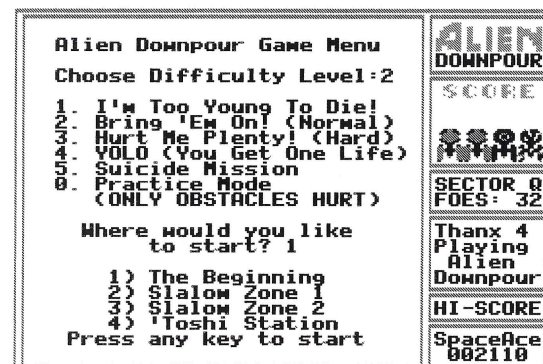
When you first boot Alien Downpour, you will be greeted by the animated title screen. At any time you can press a key to begin the game. If you don't press a key, eventually the game will go into "Attract mode" and will show the various GAME OVER animations for the various levels, game credits, and High Score List. Then it will go back to the intro animation. The first time you load Alien Downpour, sit back and watch it through before starting.

Copyright 2016,2017 Snacking On Software All Rights Reserved. Big Boss and happy mac Image adapted from the work of Susan Kare. Used respectfully.



line up your ship to target aliens, and to avoid obstacles in the three slalom zones. It will probably take you some practice to move stop move, but you will be rewarded for your patience. The aliens in each level will periodically stop and hover above you to give you a chance to line up your shots.

Joystick controls are simple: move the joystick left to go left, right to go right, center to stop. You may need to adjust the horizontal trim on your joystick if your ship moves in either direction when the stick is centered. Press the joystick button to fire. Once you have selected your control method, press space bar to start the game at the beginning with normal difficulty level, or press M to go to the game menu



Difficulty Level 1 is Easy mode. Aliens don't drop bombs at you. They can still kill you by flying into you, so you still need to be careful. Difficulty level 2 is normal mode. Three of the aliens in each level will drop bombs on you until you destroy them all. You can shoot their bombs to keep them from hitting you. Difficulty Level 3 has 7 bombs dropping on you all the time.

Difficulty Level 4 is YOLO - You Only Live Once. You get one ship and the game is over when it is destroyed. Difficulty level 5 is Suicide and is very hard. Every Alien drops bombs on you all the time. None of our playtesters have finished the game at difficulty 5. Maybe you can be the first! Difficulty Level 0 is Practice mode. In Practice Mode only Asteroids and physical obstacles can hurt you if you run into them. The Bosses in the Boss Levels can also destroy your ship if they fall on you - get out of their way.

Every 5 levels there is a Slalom Zone and then a Boss Battle. You can select where you'd like to begin your game. The Beginning starts at level 1, Slalom Zone 1 is Level 5, Slalom Zone 2 is level 11, and Toshi Station is the final Slalom Zone at level 16.

Once you hit a key to start, the game will ask you if you'd like to play with keyboard or joystick. Press K or J to select. The keyboard commands are Left and Right Arrow keys to move and stop, and Space Bar to fire.

When you tap a either direction key, your ship will move in that direction. Tap either key again and the ship will stop, allowing you to the ability to line up your shots more accurately

Tap a direction key again to start moving again. The game requires this ability to move and stop to precisely

On the Alien Downpour Game Menu you can choose your game difficulty level and starting place in the game

You can use this menu to practice the various levels over and over again, or let you play the ending of the game before you have progressed that far normally.

You will have the option of returning to this menu after every game, or starting each new game with these settings. For example, you can start at Slalom Zone 2 over and over until you get the hang of it if you'd like